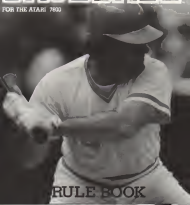


Pete Rose

BASEBALL

FOR THE Atari 7800



RULE BOOK

MY BASEBALL STATS



My Baseball Stats

by Alex Drake
Designer of *Pale
Score Baseball™*
& the *Real Sports Inc.*

For over 10 years I've watched and played
level leagues ball—spending most of that time pitching and
power hitting. And I loved every inning of it.

I tried to capture those action-packed feelings in your *Pale Score Baseball™* video
game. In fact, I've designed a game so fun and so real — that you'll
want to put on a pair of cleats and hit a few out. So even if you
can't physically be at the ball park, you can still feel all
the excitement of competitive *game baseball* — without
even leaving your seat.

Don't spend your days playing sports games.
I trained long and hard for this
moment. And now that it's
here — let's not waste
another minute.
Play ball!



*This game is dedicated
to the memory of my
dear Brother David.*

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INSTRUCTIONS

TO BEGIN:

1) With power off, insert your *Pee Wee Baseball™* cartridge into your Atari™ 7800™ game system according to the manufacturer's instructions.

2) Plug joystick into left controller for controlling the home team. If 2 players, plug additional joystick into right controller for controlling the visiting team.

3) Turn power on.

4) Press RESET to begin a one player game. (At any point during the game, simply press RESET to start again.)

PLAY BALL!

Pressing SELECT will bring you to the Pitching/Batting screen, to start a new game. Then, you'll have the choice of either playing the computer (1 player) or an opponent (2 players), which is displayed at the top of the screen.

Repeatedly pressing SELECT will switch between these two modes. To "Play Ball," press RESET and the game will begin.

THE SERIES...

It's the last game of the World Series. You're in the 9th inning. Bases loaded. One out. And you're up at bat.

What do you do? Swing away? Wait for a walk? Go for the fences? It's all up to you, just like in real pro ball.

Sure, we'll give you the options. And some tips. Like in pitching, batting. And fielding. But, it's your call.

There are 6 full-color, live action screens - just like the ones you see on TV! The pitching/batting screen, left infield, right infield, leftfield, centerfield and rightfield.

So, start warming up. Step up to the plate. And take your best swing at winning the series!

PITCHING, BATTING

Excitement on the mound!

PITCHING:

First, decide whether you want the pitch inside or out. Move the joystick left or right to position your pitcher on the pitching rubber. Next, use the joystick to control the velocity of the pitch. Up for fast. Down for slow.

Once you've positioned your pitcher and selected a pitch speed, press the button to start the wind up and move the joystick up for a fast ball. Down for a slider. Left, a screwball. Right, a curveball. Or center for the change-up.

When the pitcher releases the ball, the joystick position will determine what pitch is thrown.

- U Fast Ball
- D Slider
- L Screwball
- R Curveball
- C Change-Up



Putting the ball in play

BATTING:

To get the ball rolling – or flying, you first have to connect.

Use the joystick to move your player around at the batter's box. You can move the batter up or down to swing high, down the middle, or low. You can also move left or right – for hitting inside and outside pitches.

As you see the pitch coming, you can make split second adjustments – to best handle the pitch thrown.

As the ball approaches the plate, press the button to swing.

RUNNING, FIELDING

First, 2nd, 3rd and home!

RUNNING:

After you hit the ball, you control the runners. All of the forced runners will advance automatically – if the ball is hit on the ground or bounces before its caught. Runners who aren't forced, will rely on your coaching.

There are 4 joystick controls for running:

Joystick Left, Button Released	Advance all runners
Joystick Right, Button Released	Hold all runners
Joystick Left, Button Pressed	Advance lead runner
Joystick Right, Button Pressed	Hold lead runner

INFIELD FLY RULE:

If a fly ball is hit to the infield, and there are less than 2 outs, and first base is occupied – the runners will not advance and the batter will be called out.

How to make the plays – and get the outs

FIELDING:

After the ball is hit, you'll see either the left or right infield screen – depending on the flight of the ball. While the infield screens are displayed, with the button pressed, you can select a fielder based on the following joystick positions:

For Left Infield:

Up	2nd Base
Down	Catcher
Right	Pitcher
Left	3rd Base

For Right Infield:

Up	2nd Base
Down	Catcher
Right	1st Base
Left	Pitcher

If it's struck into the outfield, the left, right or centerfield screen will be displayed.

Once you've guided your fielder to retrieve the ball, with the button pressed, use the following joystick controls to throw:

Up	to 2nd base	Left	to Third Base
Down	to Homeplate	Right	to 1st Base

MORE FIELDING AND TIPS

The looking arrows in the baseball diamond at the top of the screen will remind you of joystick positioning for making throws. Since the infield is never displayed all at once, the small baseball diamond will inform you of the current positions of the runners.

*A base rule – your infield players can only move up and down within the following boundaries:

Short or 2nd base men.....

1st or 1st base men.....

Pitcher.....

Catcher.....



TIPS FROM THE PRO'S

- To judge a fly ball, chase the ball's shadow – NOT THE BALL ITSELF! It'll always lead to your advantage – trust me!
- Remember to watch the looking arrows in the small baseball diamond at the top of your screen, when trying to decide which base you want to throw the ball to.
- Of course, official baseball rules apply... 3 strikes, you're out; 4 balls, take your base; 3 outs, the innings over. And so on.

I hope these tips will give you a better grip on the game – and a great shot at winning the championship.

Now that we've covered all the bases – get your pro ball career off to a flying start. Select an opponent. Press reset. And play ball!

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Warranty Officer
Absolute Entertainment, Inc.
P.O. Box 100
Spartanburg, New Jersey 02122

If your cartridge or disk fails after the end of the 90 day warranty period, you may return it to Absolute Entertainment, Inc. if the return does come with a check or money order for \$12.00, a brief statement describing the defect, and a large self-addressed, stamped envelope.

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